

<u>E</u>

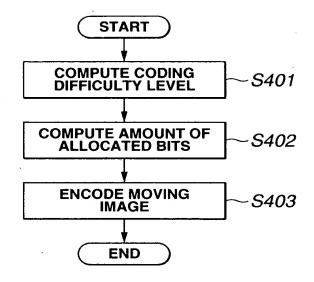


FIG.2

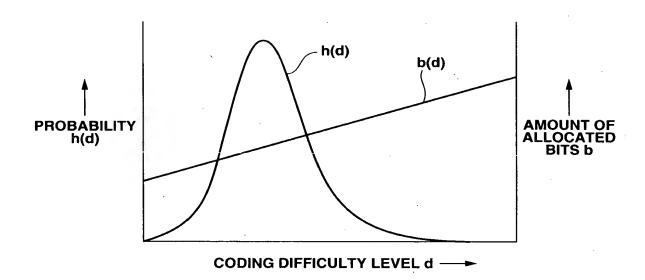


FIG.3

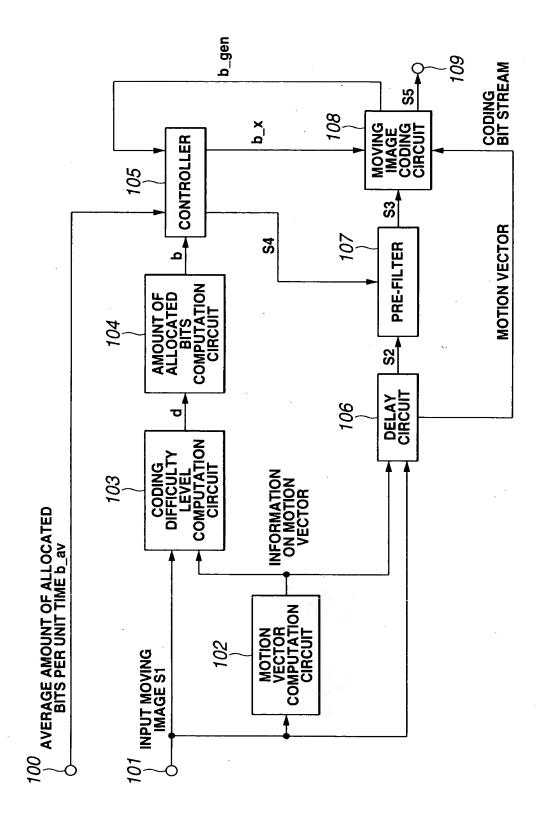


FIG.4

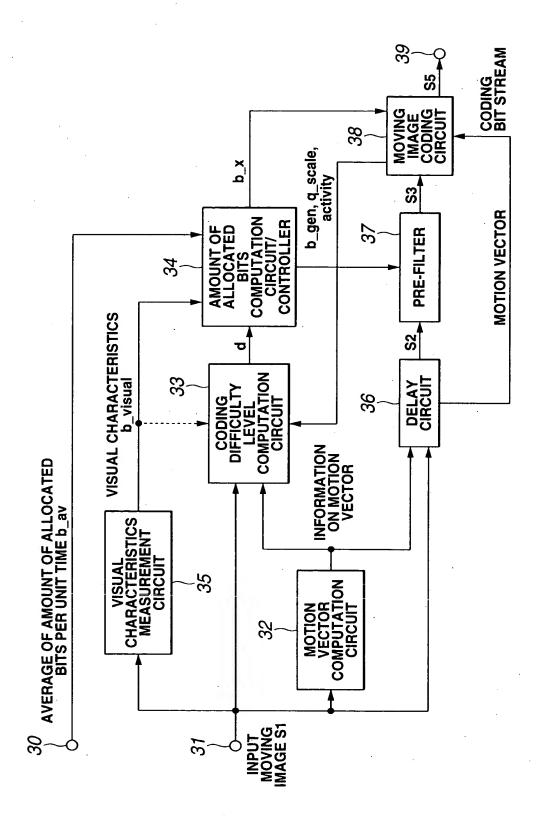


FIG.5

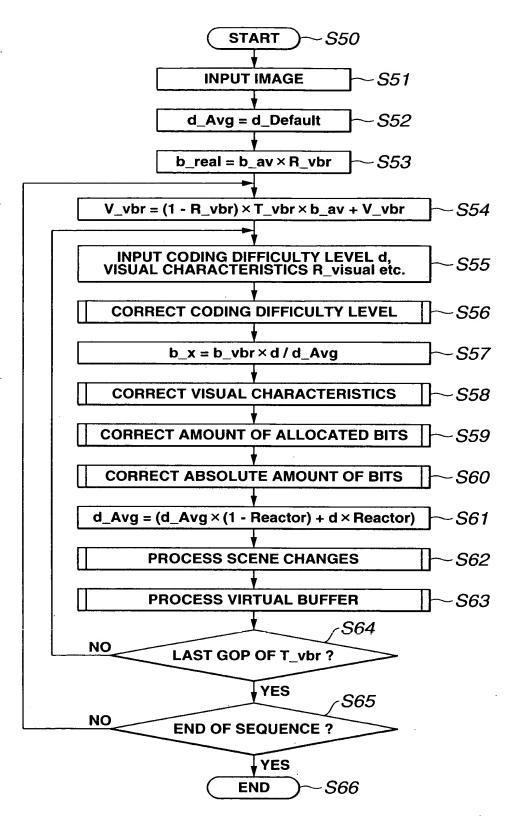


FIG.6

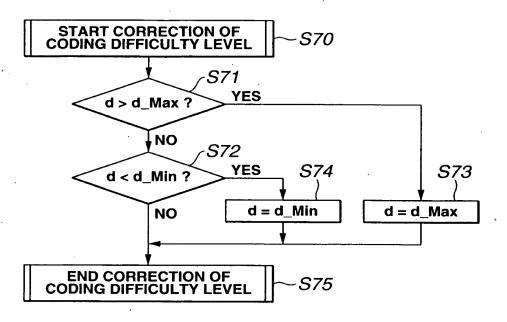


FIG.7

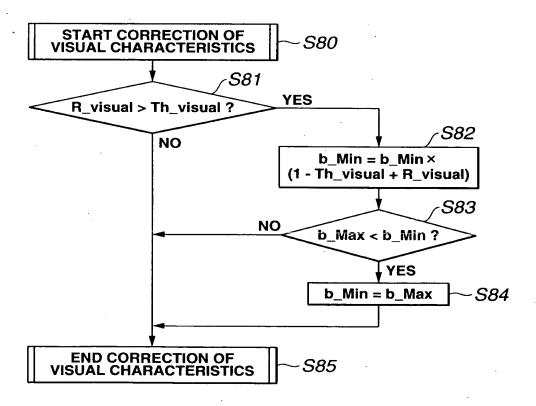


FIG.8

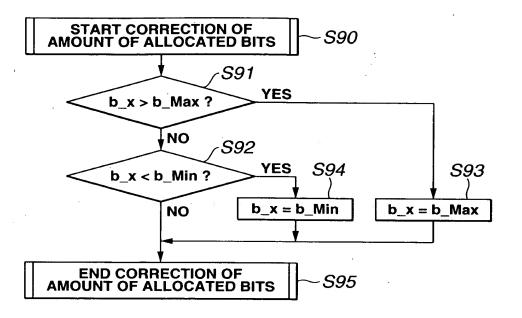
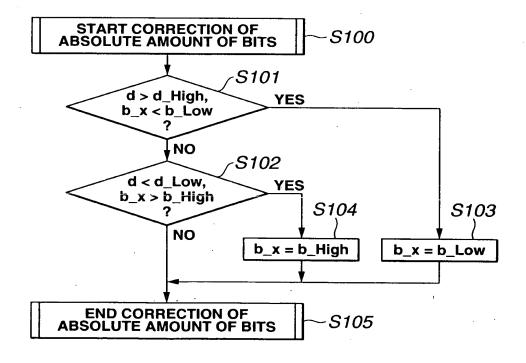
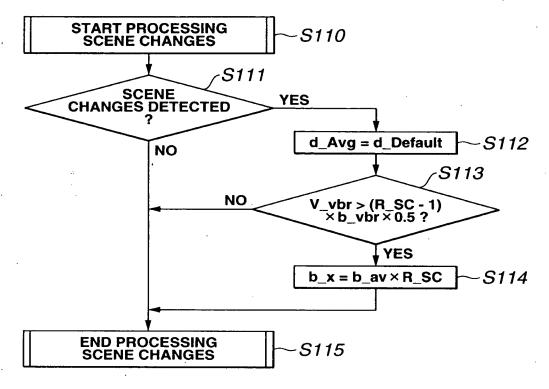


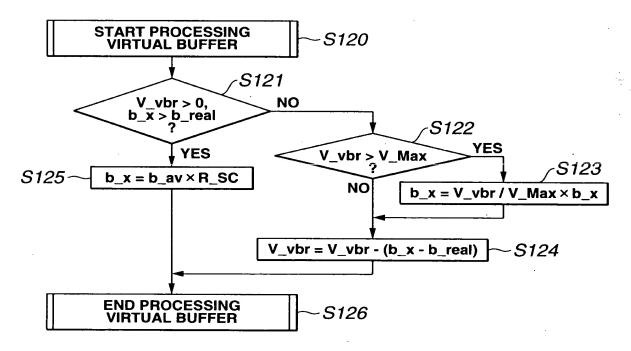
FIG.9



**FIG.10** 



**FIG.11** 



**FIG.12** 

| <b>4</b>                                     | b_real   |
|--|--|
| VIRTUAL BUFFER V_vbr = (b_av - b_real)×T_vbr | SUM OF AMOUNTS OF ALLOCATED BITS PER UNIT TIME B_av = b_av × T_vbr |
| <br>-  | b_av   |

FIG 13

CERTAIN PERIOD OF TIME T\_vbr

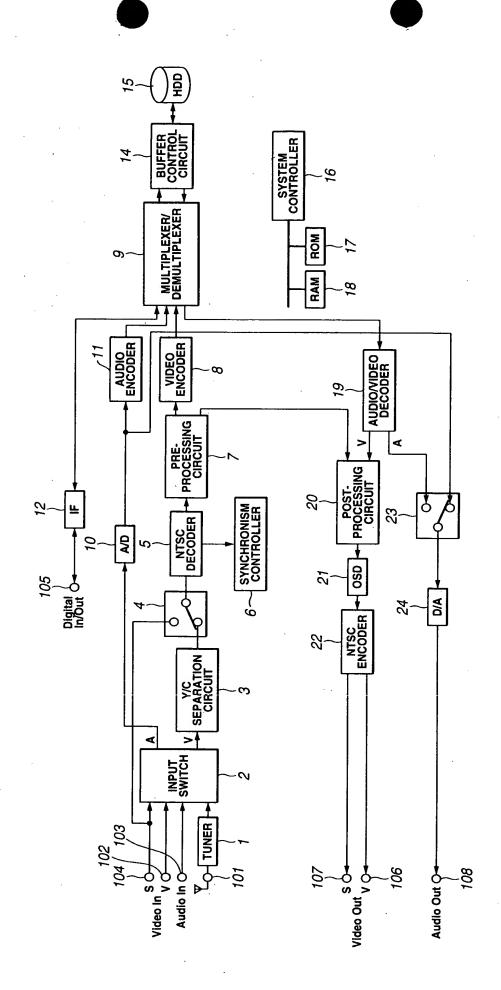


FIG.14